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Nintendo

World Championships

1990

Reproduction Cartridge

INSTRUCTION BOOKLET

Introduction

Thank you for selecting the Nintendo Entertainment System Nintendo World Championships 1990 Reproduction Cartridge.

Please read this instruction booklet to ensure maximum enjoyment of your new game. Be sure to save this booklet for future reference.

OBJECT OF THE GAME/GAME DESCRIPTION

In 1990 Nintendo held one of the greatest gaming events in history: The Nintendo World Championships! This event traveled to large arenas in thirty cities in the U.S. Thousands of gamers around the country got a chance to compete for the crown as the Nintendo World Champion of their age group.

To compete, gamers had to grab fifty coins in Super Mario Bros., complete the first track in Rad Racer, and finally, reach the highest score they could in Tetris. At the event, all three games were combined into a special cartridge made specifically for the NWC. Ninety of these cartridges were given to the finalists of the event, and twenty-six gold-cased cartridges were given to winners of a Nintendo Power magazine competition. Outside of the NWC staff and these winners, few people in the public had ever seen these cartridges until the age of the Internet when some pictures and auctions began to pop up. Having only 116 known copies of the cartridge in public hands, the cartridge became very valuable among collectors, fetching thousands of dollars each, with the rarer gold cartridges bringing in multiple times the value of the standard gray cartridges. A few other cartridges unrelated to these winners have been found, but the cartridge remains extremely rare and valuable. Gamers around the world have longed for a chance to play this coveted cartridge, but due to the cost and rarity, it has been impossible. Plus, a reproduction of the cartridge was also considered impossible due to the complex circuitry of the original. Well, not any more! Finally, you can experience the thrill of the competition in your own home with the Nintendo World Championships 1990 Reproduction Cartridge!

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Controls

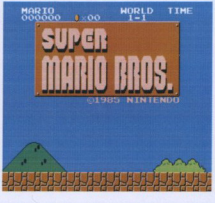
Controller

To start the game, press the Start button on Controller 2, not Controller 1. In the original competition this was a safeguard in place to make sure all competitors started and ended at the same time (it is said there was a mechanism in place that somehow did the equivalent of hitting all competitors' Controller 2 Start buttons at once). The game will last for 6 minutes and 21 seconds, the official time used in the competition. Although the original NWC cartridges had switches to set different competition times, your cartridge does not and will work only at the official competition time.

After pressing Start on Controller 2, the game is played via Controller 1.

Note that none of the three games can be paused via the Start button as the original standalone versions can. Once started, you must play the game through to its end! Neither the Start nor Select* buttons on Controller 1 are used for any of the three games. When the game is finished, you must press Reset on the Control Deck to play a new game.

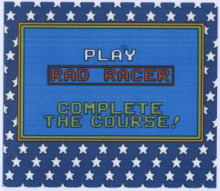
Super Mario Bros.

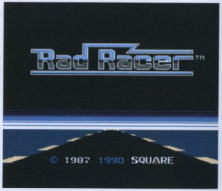


The controls for Mario match the standalone cartridge. Mario will have 99 lives, unlike the standalone version.

A button..... Mario jumps, swims.
B button..... Mario runs (when used with Left or Right), throws fireballs.
Left and Right..... Moves Mario left and right.
Down..... Mario crouches when Super Mario, climbs down vines.
Up..... Mario climbs up vines

Rad Racer





The controls for Rad Racer are almost the same as the standalone version. Your car cannot overheat as in the standalone version, allowing you to maintain maximum speed for longer periods. Also, the timer stays at 99. Note that you are not able to choose between the 328 Twin Turbo or the F1 Machine as in the original. You must drive the 328 Twin Turbo.

A button..... Accelerate.
B button..... Brake.
Left and Right..... Steers left and right.
Up..... Turbo acceleration for higher speeds.
Down..... Does not change music as in the original version. In the NWC, this button does nothing.

Tetris

The controls for Tetris match the standalone cartridge, though there are fewer possible block patterns (see page 11 for how to determine the block pattern you will receive). You can play only the Type A game, except you score points only for making lines, not for every block that touches down, as in the standalone version. You cannot choose height or speed as in the original version (you start at Level 0). If you accidentally lose by piling the blocks to the top of the screen you must wait for the time to run out on your game to see your final score. This was to originally to ensure everyone in the tournament ended at the same time.

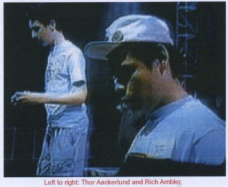
A button..... Rotates block 90 degrees clockwise.
B button..... Rotates block 90 degrees counter-clockwise.
Left and Right..... Moves block left and right.
Down..... Drops block quickly.

Scoring

When the time runs out, the game ends and your score is displayed. This is calculated by multiplying your Super Mario Bros. score by one, multiplying your Rad Racer score by ten, and multiplying your Tetris score by twenty-five. The three products are then added together for your final score.

When the original 1990 competition began, the only real rule was to reach the highest score possible. When some competitors were found to reach very high scores in Super Mario Bros. alone using techniques Nintendo had not even thought players would use in the competition, and without ever even playing up to the other two games, a new rule was put in place. Competitors must at least play the other two (make it to Tetris) to qualify. This may be a useful rule to enforce when competing among friends with your cartridge!

Tips from NWC Champ Thor Aackerlund and Runner-Up Rich Ambler



Left to right: Thor Aackerlund and Rich Ambler

It was Thor Aackerlund and Rich Ambler who fought it out in the final round of the 1990 competition. Though there were three age groups competing (11 and under, 12 to 17 and 18 and over), the top two scores overall were held by Aackerlund and Ambler. Aackerlund took home the gold and Ambler finished second. The highest four scores overall were as follows (some are approximated):

Thor Aackerlund.....2,809,995
Rich Ambler.....Over 2,700,000
Robin Mihara.....Over 2,500,000
Jeff Falco.....Over 2,300,000

Tips from NWC Champ Thor Aackerlund and Runner-Up Rich Ambler (cont.)

As mentioned on page seven, some competitors were using very unorthodox techniques to get high scores. These competitors found if a player repeatedly used the famous "bounce a koopa off the stairs" trick in stage 1-3 of SMB (see next page), a large amount of points could be racked up. Some folks got nearly a million points overall by doing this. Players would get almost fifty coins, do the trick repeatedly, wait until folks around them started Tetris, and then quickly finished SMB and Rad Racer in the nick of time, just barely making it to Tetris. This technique won many folks a city championship early on, but it was far too inadequate a method to win the finals in Hollywood.

The best players were reaching scores of well over 2 million using mostly their mastery of Tetris. Aackerlund said, "The best players were all finishing Super Mario Bros. and Rad Racer at almost the exact same time. Toward the end of the competition everyone had pretty much the same pattern." Furthermore, he said everyone would get 50 coins without ever leaving stage 1-1 of Super Mario Bros. by mostly using the ten-coin block in that level and then dying and doing it again and again. He stressed that it is far easier to rack up a huge score from Tetris since its score is multiplied by twenty-five, unlike SMB, which is only multiplied by one. On top of this, he explained that NWC Tetris is far less random than the original... there's only a small set of Tetris block pattern orders you can get! Memorize these and you can have a huge advantage!

Additionally, Aackerlund mentioned another reason why folks stayed in 1-1: the flagpole, timer countdown and "walking out of the castle and down the pipe" sequence takes too long! It's best to avoid getting fireworks for this reason too (see next page).

Rich Ambler sold his NWC cartridge in an online sale earlier this decade, but when he did, he also wrote a personal letter to the person explaining plenty of tips and techniques. This letter made it to our hands. Page 11 is an excerpt from this letter.

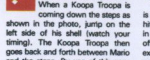
Tips from NWC Champ Thor Aackerlund and Runner-Up Rich Ambler (cont.)

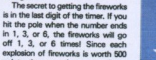
SUPER MARIO BROS.

Are there really unlimited 1-UPs? Plus, can you tell me how to get the fireworks and what they mean?

First let's talk about the unlimited 1-UP question. When a Koopa Troopa is coming down the steps as shown in the photo, jump on the left side of his shell (watch your timing). The Koopa Troopa then goes back and forth between Mario and the steps. For the actual continuing 1-UP technique, Mario's 1-UPs increase by more and more. You got it!

The secret to getting the fireworks is in the last digit of the timer. If you hit the pole when the number ends in 1, 3, or 6, the fireworks will go off 1, 3, or 6 times! Since each explosion of fireworks is worth 500 points, time your jump accordingly for maximum points.





Practice your jump and earn a big 3000 point bonus every time!

You may want to stop building lives at around 100. If you get too greedy, the program has a built-in "Game Over."

The famous "bounce a koopa off the stairs" technique, as shown in Nintendo Power magazine issue 1. You don't get points for 1-ups, but you do receive quite a few points for jumping on the koopa in the loops. As soon as you start receiving 1-ups, or rather, when you reach the 9000 point mark of the point tally from the koopa, stop and start jumping on the koopa again to start accumulating more points. Note: Most NWC finalists will tell you this technique, while effective in getting somewhat high scores, will get you nowhere against a Tetris master. Also, if you must finish any levels in SMB, try not to get the fireworks... they waste precious time.

The following letter excerpt from Rich Ambler has never before been published, with some tips that have never been revealed before. Mastering Aackerlund and Ambler's tips should allow you to rack up some extremely high scores! The start of the letter just explains the rules of the game and the controls, but the section with tips is as follows:

Tips from NWC Champ Thor Aackerlund and Runner-Up Rich Ambler (cont.)

"The fastest way to get 50 coins in SMB is to get them in the first stage. The minimum amount of **POSSIBLE** points in SMB is 10,000. There are two types of tracks in Rad Racer. These two types of tracks are accessible depending on which SMB stage you get your 50 coins in. Track type 1 is the best (less aggressive Volkswagen Bugs). Track type 2 is the worst (extremely aggressive VW bugs). Track type 1 is only accessible if you get 50 coins on any ODD SMB world level (1-1, 1-3, etc.). Track type 2 is only accessible if you get 50 coins in any EVEN SMB world level (1-2, 1-4, etc.). If you start the game on Rad Racer*, track type 1 is the default. It is possible to go completely through Rad Racer at 255km/h on track type 1. Instead of 'power sliding' into the finish in Rad Racer, it is recommended that you crash on the right side of the screen when your Rad Racer score hits 6060 precisely, never before! This method is faster than 'power sliding' to a complete stop. To control which Tetris pattern you get is determined by the amount of points you score in SMB. The formula is as follows: Fifty coins equal 10,000 points. Each 100 points thereafter equals a different pattern. The two "best" patterns, in my opinion, are 10,300 or 10,400 (the sweet spot). Squashing Goombas equals 100 points each. Try to score ONLY with Tetrises. Anything less lowers your scoring potential. "Throwing off" Tetris pieces in the final seconds of play to get in that last long bar for a Tetris can mean a HUGE difference in your final score."

"In my prime, I was finally able to score over 6.5 million points in 6 min., 21sec. of tournament play. A 4.5 million for me is above average."

There you have it from the two greatest players of the NWC! Use those tips from the experts to best your friends and family in competition!

*See page 13

NWC Winner Information

CONTESTANT INFORMATION

CITY	11 AND UNDER	12 THRU 17	18 AND OVER
DALLAS	PETER CARTER	JEFF BAKER	RAY WHITE
CLEVELAND	ADAM MISOSKY	MIKE WINZINEK	DARKO TANKOSIC
PHILADELPHIA	PAUL LEE	JOSH CARACIOLO	VINCE KAILIS
PITTSBURGH	MIKE TROGDON	PHIL EVANS	BRUCE TROGDON
DETROIT	SHAUN JOYCE	JOHN WYMAN	CHRIS DILLARD
INDIANAPOLIS	SHANNON GRESH	STEVEN GINGERICH	CHRIS HOLT
BOSTON	DAVID MORETON	JASON ORLANDO	STEVE FACTOR
NEW YORK CITY	MICHAEL ALEX	ROB BIANCO	ROBERT WHITEMAN
HARTFORD	JEREMY WALL	ERIC TRINAGEL	MIKE FERRANTI
CHICAGO	JACOB WINCH	MARK CABANAYAN	KEVIN PAPKE
HOUSTON	LONG KHUU	THOR AACKERLUND	MARCELO GONZALEZ
ST. PAUL	ANDREW LUERS	CURT THORN	PAT KENSICKI
OKLAHOMA CITY	HEATHER MARTIN	KEVIN GILLEY	PETE FLOREZ
PHOENIX	JUSTIN GRANT	JEFF BENDER	RICHARD WATSON
SEATTLE	NICHOLAS MEMBREZ-WEILER	JUSTIN ELLSTROM	EDEN STAMM
PORTLAND	DALLAS LANG	MIKE STRICKLETT	CHRIS McCORMACK
NORFOLK	JOHN YANDLE	KENNY WELCH	BOB BENDER
NEW JERSEY	JARED COHEN	DAVID LOPEZ	MIKE LAROSSI
CINCINNATI	REID SOMORI	JEFF BREARLY	TIM ROSS
MILWAUKEE	JASON BRANDOS	TIM DREWS	DONNA THOMAS
KANSAS CITY	RANDY NAPIER	JASON HAAG	ALAN VONATU
OAKLAND	CHRISTOPHER VU	ROBIN MIHARA	MICHAEL PIRRING
LOS ANGELES (WEEK 1)	MICHAEL SCOTT	CHRIS TANG	GRANT NAKATA
LOS ANGELES (WEEK 2)	AL PAUNG KANAN	ALAN HONG	COLLEEN CARDAS
SALT LAKE CITY	HEETH KELL	JEFF FALCO	DAVID JACHMANN
DENVER	DUSTIN DURHAM	SHANNON WEBSTER	CASSANDRA ROSS
NEW ORLEANS	JOHNNY CROSBY	PAUL WILLIAMS	JOHN YATES
ATLANTA	JEREMY TOMASHEK	NICK WIETLISBACK	JOE SOMORI
MIAMI	BRADLEY BRUNET	DANIEL RAYMOND	ERIK AACKERLUND
TAMPA	JEFF HANSEN	RICH AMBLER	ROB MINASIAN

The ninety finalists. Scan by Erik Aackerlund, Miami 18 and over Winner

11 and under winner.....Jeff Hansen, Score 2,009,950
12-17 winner.....Thor Aackerlund, Score 2,809,995
18 and over winner.....Robert Whiteman, Score 1,956,960

Cheats

The NWC cartridges (and, of course, this Reproduction Cartridge) have some little-known Easter
eggs.

Want to practice by starting the game on Rad Racer? On Controller 2, hold the B button and press Select at the title screen. You will be taken directly to Rad Racer! If you finish the game this way you will have no score from SMB, but you will have plenty of extra time for Rad Racer andTetris!

There is currently no known cheat to start on Tetris.

The NWC cartridges also have a built-in timer screen. Though not very useful as a cheat, if you hold the A button and press start on Controller 2, a timer will appear onscreen and count up to the amount of time the cartridge was set to via the four switches. Since your Reproduction Cartridge has no switches and is set permanently to the official competition time of 6 minutes, 21 seconds (on an original NWC cartridge, this would mean switch three is up and the other three switches are down), this trick is even less useful. When the timer finishes, the total time will be displayed in the total final score, though it will show zero points were earned in each game.

Cheats (cont.)

The Game Genie cheat device can also be used on the NWC cartridge and the Reproduction
Cartridge. Use this code to turn all Tetris blocks into long blocks:

OXXOASSU
ZOXOPSPL
XVXOZIVO

Your first block won't be a long block, but the rest will. Also your "next block" display will be wrong. This code was adapted from a code for the standalone version of Tetris. Many other Game Genie codes can be adapted or use with the NWC cartridges. Unfortunately, one feature you will not be able to adjust via Game Genie is the timer, as it is not controllable via software and is built into the hardware of the cartridge.